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Game of BACON

Materials Needed: Paper for each student and 1-2 dice with a pig on it.

Objective: Students will practice addition and compete for the highest score.

The game of bacon is a math game that students will enjoy once they have played the game a few times. You can introduce this game by telling them that they will be playing one game per letter and the person(s) with the most points wins. (As the teacher you keep your own game sheet and total numbers so that you can verify answers)

You begin by passing out a paper to all students and have them write the word “BACON” at the top of the page and separate each letter with a line. Draw it on the board if it is the first time.

See below:

B A C O N

To play the game they all need to stand up and push chairs in. Roll one dice and call out the number that they will be starting with. (Say you roll a 4,that will be your starting number for everyone) Then roll the dice again, and have them add the number to the first one. (Say you roll a 6, so you add 4+6=10) Now you have the result of the two numbers and when you roll again you keep adding what you roll to the result. (So the next number you roll, you will add to 10. And so forth.) I have students add at least 3 numbers before sitting down. You can make it more.

As you are playing this game, you want to let them know that they can sit down and put a circle around the points they currently have. Once they sit down they cannot add any more points. And they need to announce to you that they are sitting down and you need to notice that they do by saying, “OK, \_\_\_\_\_ is sitting down.” **They need to ask to sit BEFORE you roll the dice.** They may not sit in the middle of a roll or shortly after. Those still standing can continue to add points until YOU ROLL AND LAND ON A PIG! Once you land on the pig, anyone standing loses all points! The game is over when you roll a PIG! Once the game is over you can ask who had a total of points from 5-15, 16-25, and so forth. You can graph them, tally mark results. Then move to the next letter and play again.

Ideas to make the game more exciting:

* You can use 2 dice and have the students add the 2 numbers that you roll. Same process as with one dice.
* If the game is taking too long, start making comments, “Here little piggy. Come home little piggy.” Or ask the kids to make an oink sound to call piggy home.
* I use this with Spanish all the time and learning numbers. Saying them, repeating them.
* I roll and then tell them to add the “double of” the number rolled. So you practice doubles.
* Roll and add that many tens. (roll a 4 so they add 4 tens, which equals 40) Do the same with hundreds, and thousands.
* When using 2 dice, you can use multiplication.